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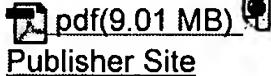
1 Anatomy-based facial tissue modeling using the finite element method 

Erwin Keeve, Sabine Girod, Paula Pfeifle, Bernd Girod

October 1996 **Proceedings of the 7th conference on Visualization '96**

Publisher: IEEE Computer Society Press

Full text available:



Additional Information: full citation, references, citing, index terms

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Keywords: computer-aided surgery, finite element method, human facial modeling, surgery planning and simulation

2 Continuous capture of skin deformation 

 Peter Sand, Leonard McMillan, Jovan Popović

July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available:



Additional Information: full citation, abstract, references, citing, index terms

We describe a method for the acquisition of deformable human geometry from silhouettes. Our technique uses a commercial tracking system to determine the motion of the skeleton, then estimates geometry for each bone using constraints provided by the silhouettes from one or more cameras. These silhouettes do not give a complete characterization of the geometry for a particular point in time, but when the subject moves, many observations of the same local geometries allow the construction of a comp ...

Keywords: human animation, motion capture, skin modeling

3 Appearance modeling: Analysis of human faces using a measurement-based skin reflectance model 

 Tim Weyrich, Wojciech Matusik, Hanspeter Pfister, Bernd Bickel, Craig Donner, Chien Tu, Janet McAndless, Jinho Lee, Addy Ngan, Henrik Wann Jensen, Markus Gross

July 2006 **ACM Transactions on Graphics (TOG)**, Volume 25 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(965.26 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We have measured 3D face geometry, skin reflectance, and subsurface scattering using custom-built devices for 149 subjects of varying age, gender, and race. We developed a novel skin reflectance model whose parameters can be estimated from measurements. The model decomposes the large amount of measured skin data into a spatially-varying analytic BRDF, a diffuse albedo map, and diffuse subsurface scattering. Our model is intuitive, physically plausible, and -- since we do not use the original mea ...

Keywords: data-driven models, face modeling, reflection models

4 **Brushing techniques for exploring volume datasets**

Pak Chung Wong, R. Daniel Bergeron

October 1997 **Proceedings of the 8th conference on Visualization '97**

(2)

Publisher: IEEE Computer Society Press

Full text available:  [pdf\(682.79 KB\)](#)

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5 **Motion editing and compression: Wavelet compression of parametrically coherent mesh sequences**



Igor Guskov, Andrei Khodakovsky

August 2004 **Proceedings of the 2004 ACM SIGGRAPH/Eurographics symposium on Computer animation**

Publisher: ACM Press

Full text available:  [pdf\(2.36 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)



We introduce an efficient compression method for animated sequences of irregular meshes of the same connectivity. Our approach is to transform the original input meshes with an anisotropic wavelet transform running on top of a progressive mesh hierarchy, and progressively encode the resulting wavelet details. For temporally coherent mesh sequences we get additional improvement by encoding the differences of the wavelet coefficients. The resulting compression scheme is scalable, efficient, and ...

6 **Layered construction for deformable animated characters**



J. E. Chadwick, D. R. Haumann, R. E. Parent

July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques SIGGRAPH '89**, Volume 23 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(2.49 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



A methodology is proposed for creating and animating computer generated characters which combines recent research advances in robotics, physically based modeling and geometric modeling. The control points of geometric modeling deformations are constrained by an underlying articulated robotics skeleton. These deformations are tailored by the animator and act as a muscle layer to provide automatic squash and stretch behavior of the surface geometry. A hierarchy of composite deformations provides t ...

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- 1 Shrouds: optimal separating surfaces for enumerated volumes 
 Gregory M. Nielson, Gary Graf, Ryan Holmes, Adam Huang, Mariano Phielipp
 May 2003 **Proceedings of the symposium on Data visualisation 2003 VISSYM '03**
Publisher: Eurographics Association
 Full text available:  pdf(1.58 MB) Additional Information: full citation, abstract, citations

We describe new techniques for computing a smooth triangular mesh surface that surrounds an enumerated volume consisting of a collection of points from a 3D rectilinear grid. The surface has the topology of an isosurface computed by a marching cubes method applied to a field function that has the value one at the points in the volume and zero for points not in the volume. The vertices are confined to the edges of the grid that penetrate this separating surface and the precise positions are com...

- 2 Session C6: virtual reality: Virtual temporal bone dissection: a case study 

Jason Bryan, Don Stredney, Greg Wiet, Dennis Sessanna
 October 2001 **Proceedings of the conference on Visualization '01**

Publisher: IEEE Computer Society

Full text available:   pdf(1.27 MB)  Additional Information: full citation, abstract, references, citations, index terms

The Temporal Bone Dissection Simulator is an ongoing research project for the construction of a synthetic environment suitable for virtual dissection of human temporal bone and related anatomy. Funded by the National Institute on Deafness and Other Communication Disorders (NIDCD), the primary goal of this project is to provide a safe, robust, and cost-effective virtual environment for learning the anatomy and surgical procedures associated with the temporal bone. Direct volume visualization has ...

Keywords: temporal bone dissection

- 3 Multiresolution techniques for interactive texture-based volume visualization 

Eric LaMar, Bernd Hamann, Kenneth I. Joy
 October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Publisher: IEEE Computer Society Press

Full text available:  pdf(1.84 MB) Additional Information: full citation, abstract, references, citations, index terms

We present a multiresolution technique for interactive texture-based volume visualization of very large data sets. This method uses an adaptive scheme that renders the volume in a region-of-interest at a high resolution and the volume away from this region at progressively lower resolutions. The algorithm is based on the segmentation of texture space into an octree, where the leaves of the tree define the original data and the internal nodes define lower-resolution versions. Rendering is do ...

Keywords: hardware texture, multiresolution rendering, volume visualization

4 **Session P2: large data sets: Semotus Visum: a flexible remote visualization framework**



Eric J. Luke, Charles D. Hansen

October 2002 **Proceedings of the conference on Visualization '02**

Publisher: IEEE Computer Society

Full text available: [pdf\(622.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

By offering more detail and precision, large data sets can provide greater insights to researchers than small data sets. However, these data sets require greater computing resources to view and manage. Remote visualization techniques allow the use of computers that cannot be operated locally. The Semotus Visum framework applies a high-performance client-server paradigm to the problem. The framework utilizes both client and server resources via multiple rendering methods. Experimental results sho ...

Keywords: client/server, remote visualization

5 **A hand biomechanics workstation**



David E. Thompson, William L. Buford, Loyd M. Myers, David J. Giurintano, John A. Brewer June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques SIGGRAPH '88**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: [pdf\(3.71 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Interactive graphics for hand surgery was used to apply mathematical modeling and describe the kinematics of the hand and its resultant effect on hand function. Dynamic high resolution displays and three-dimensional images were tailored for use with a specific patients' hand and a new and powerful design and analysis tool produced. Methods were developed to portray kinematic information such as muscle excursion and effective moment arm and extended to yield dynamic information such as torque and ...

Keywords: CT and MR imaging, computer aided design, computer graphics, hand surgery, hand therapy, orthopedic surgery

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